DEVIL MAY CRY 4

CAPCOM®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-82011

1 Player • Memory Card (8MB) (for PlayStation®2) : 368KB • Analog Control Compatible: Analog Sticks Only • Vibration Function Compatible	**2 DISCS**

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A SPECIAL MESSAGE FROM CAPCOM EUROSOFT

thank you for selecting DEVIL MAY CRY 2 for your PlayStation®2 computer entertainment system. we at CAPCOM EUROSOFT are proud to bring you this new addition to your video game library.

CAPCOM EUROSOFT, 9TH FLOOR, 26-28 HAMMERSMITH GROVE, LONDON, W6 7HA

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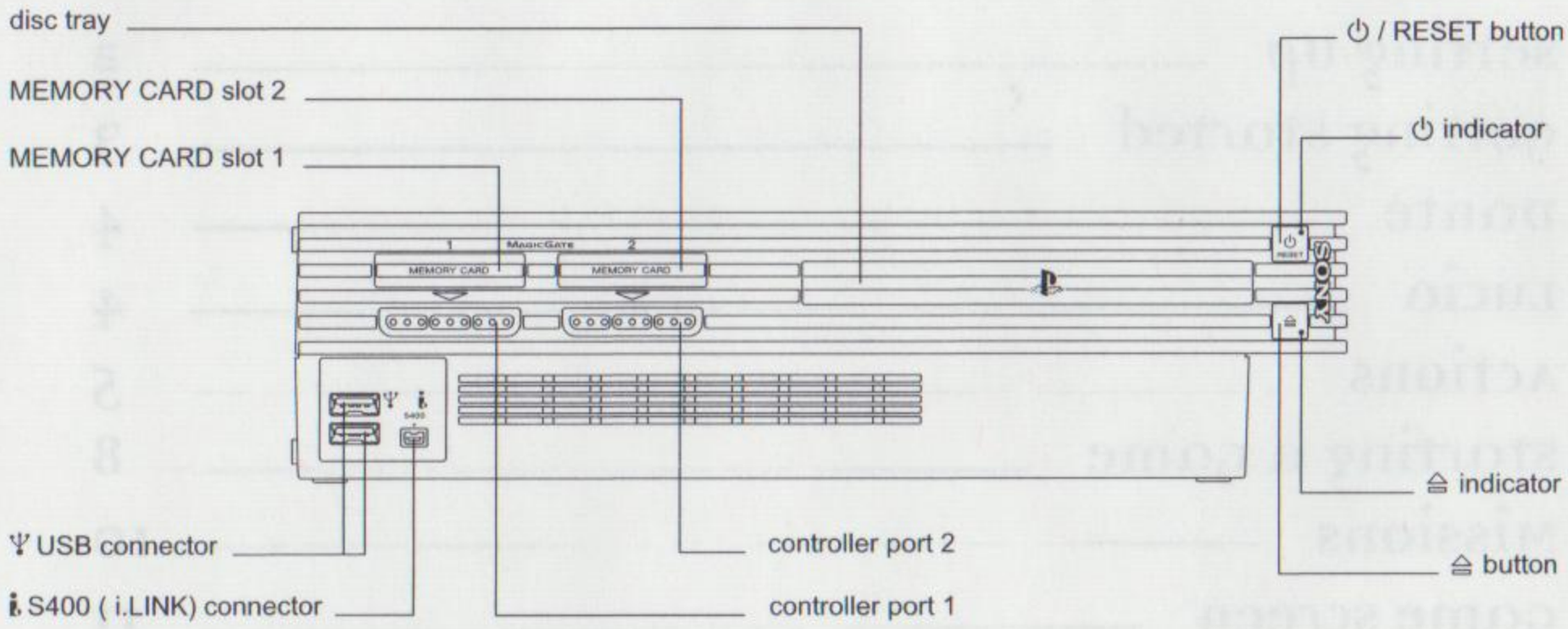
setting up

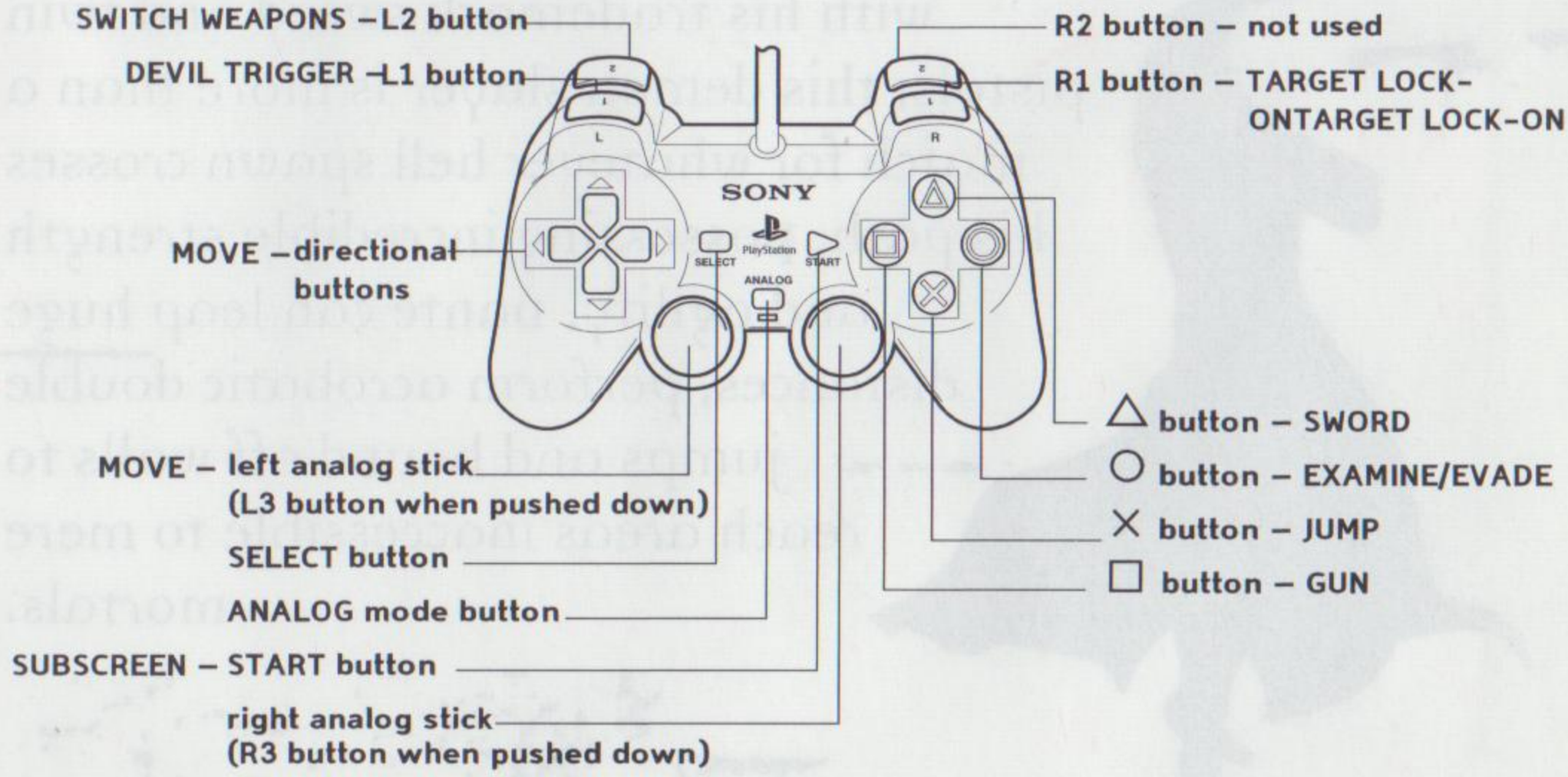


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Attach game controllers and accessories as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Players can choose to play as either Dante or Lucia. Place the relevant disc on the disc tray with the label facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

getting started

Analog controller (DUALSHOCK®2)



DEFAULT CONTROLS

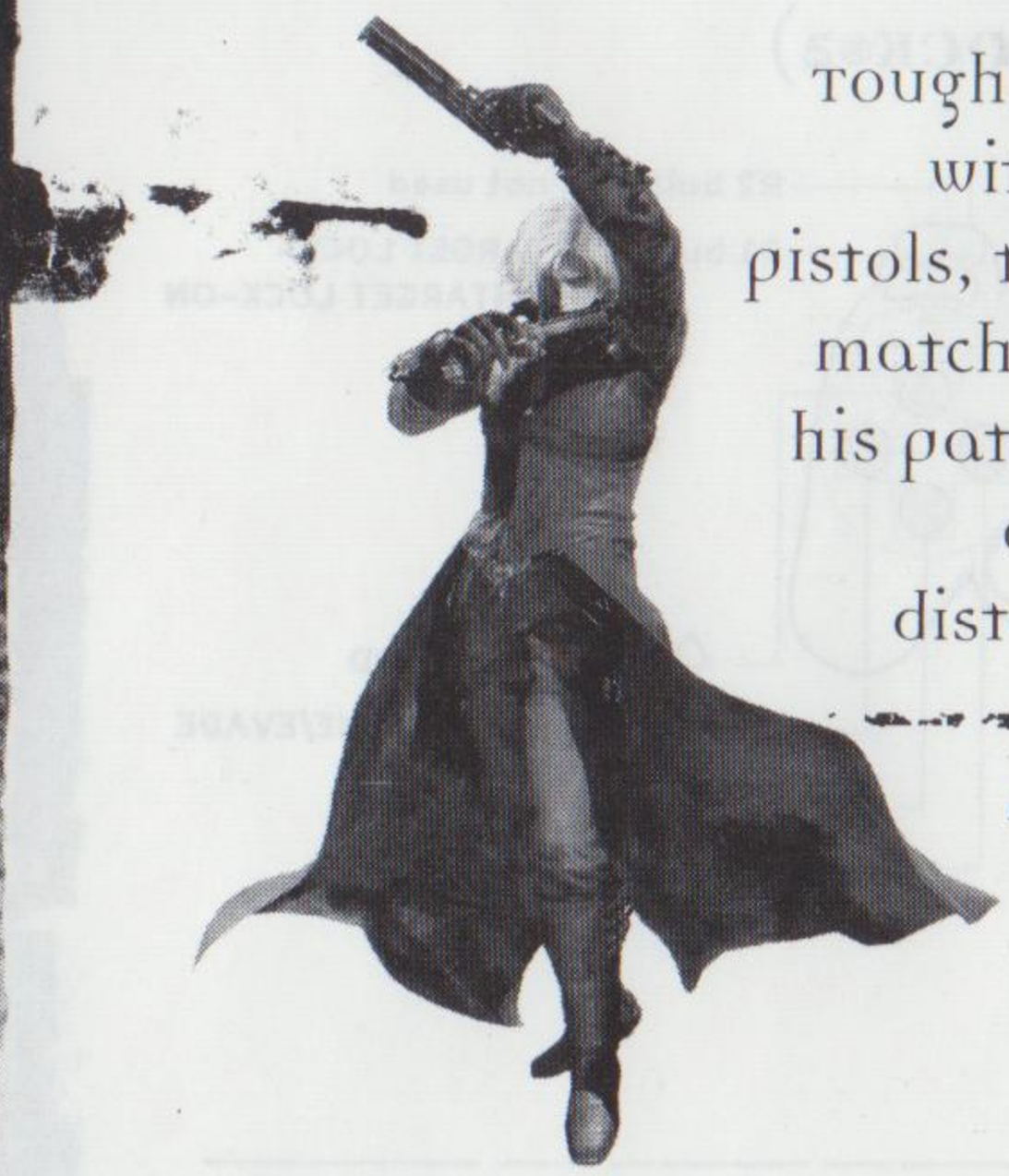
START	button	pause/display SUBSCREEN
left analog stick (or directional buttons)		highlight menu option MOVE player
L1	button	use DEVIL TRIGGER
L2	button	SWITCH weapons
R1	button	TARGET LOCK-ON
R2	button	not used
△	button	cancel menu option use SWORD
○	button	EXAMINE/EVADE
×	button	accept menu option JUMP
□	button	use GUN

BUTTON CONFIGURATION & VIBRATION

In Option mode (see page 15):

- Use the CONTROLS option to change the default controls to your own button configuration.
- Turn VIBRATION ON to set the controller to vibrate in response to player movement.

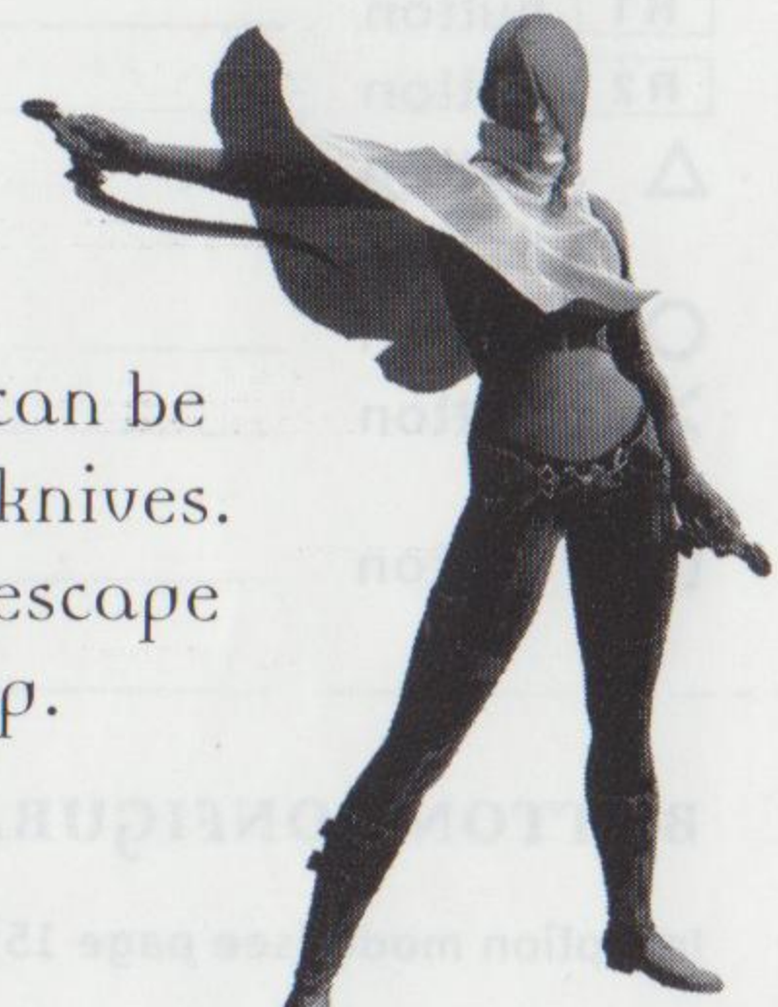
Dante



Tough talking and the epitome of cool, with his trademark sword and twin pistols, this demon slayer is more than a match for whatever hell spawn crosses his path. possessing incredible strength and agility, Dante can leap huge distances, perform acrobatic double jumps and bound off walls to reach areas inaccessible to mere mortals.

Lucia

Lithe, quick and agile this mysterious and sexy demon fighter is indeed a formidable foe. Lucia's two ornately crafted curved daggers are ideal for close combat while long range attacks can be expertly executed using throwing knives. When cornered, Lucia can quickly escape using her stunning triple wall jump.



Actions THIS SECTION USES DEFAULT CONTROLS

Walk/Run

- Move the left analog stick slightly in any direction to walk that way.
- Move it all the way in a direction to run. (You can also use the directional button to run.)

JUMP (default ✕ button)

- Press the ✕ button to jump. The longer you hold down the button, the higher you'll jump.
- Double-jump by pressing the ✕ button again in midair or when you jump against a wall or other surface.
- Use the left analog stick or directional buttons to aim your landing.

EXAMINE (default ○ button)

- Move in front of an item and press the ○ button to check it out.

EVADE (default ○ button)

Press the ○ button while moving the left analog stick to evade enemy attacks:

- Front Roll – Press the left analog stick in the direction you're facing + the ○ button.
- Side Roll – Press ⬅/➡ + the ○ button.
- Back Flip – Press the left analog stick away from the direction you're facing + the ○ button.
- Wall Run – Run up a wall by pressing the left analog stick toward a wall + the ○ button.

sword attack & kick

(default △ button)

- Press the △ button to attack with your sword or kick. These attacks can damage enemies and pulverize objects.
- Try a midair strike by pressing the ✕ button to jump and then pressing the △ button.
- Press the △ button repeatedly while moving the left analog stick to pull off various repeat attacks. Holding down the R1 button also changes the attack pattern.

GUN ATTACK

(default □ button)

- Press the □ button to fire the gun.
- Attack in midair by pressing the ✕ button to jump and then pressing the □ button.
- Hold down the R1 button to change the attack pattern.

SWITCH WEAPONS

(default L2 button)

- Press the L2 button to change your equipped weapon.

Target Lock-on

(default R1 button)

- Press and hold the R1 button to target the nearest enemy. Quickly follow-up with a gun attack. Do this to always hit your target.

Devil Trigger

(default L1 button)

If you have at least 1 cube of DT energy, press the L1 button to transform into a demon. While in DT mode:

- You gain the use of Amulets for powerful magic (see page 19)
- Your attack power and speed increase, and your vitality is gradually restored.
- Your DT gauge drains.
- Press the L1 button to return to human form.

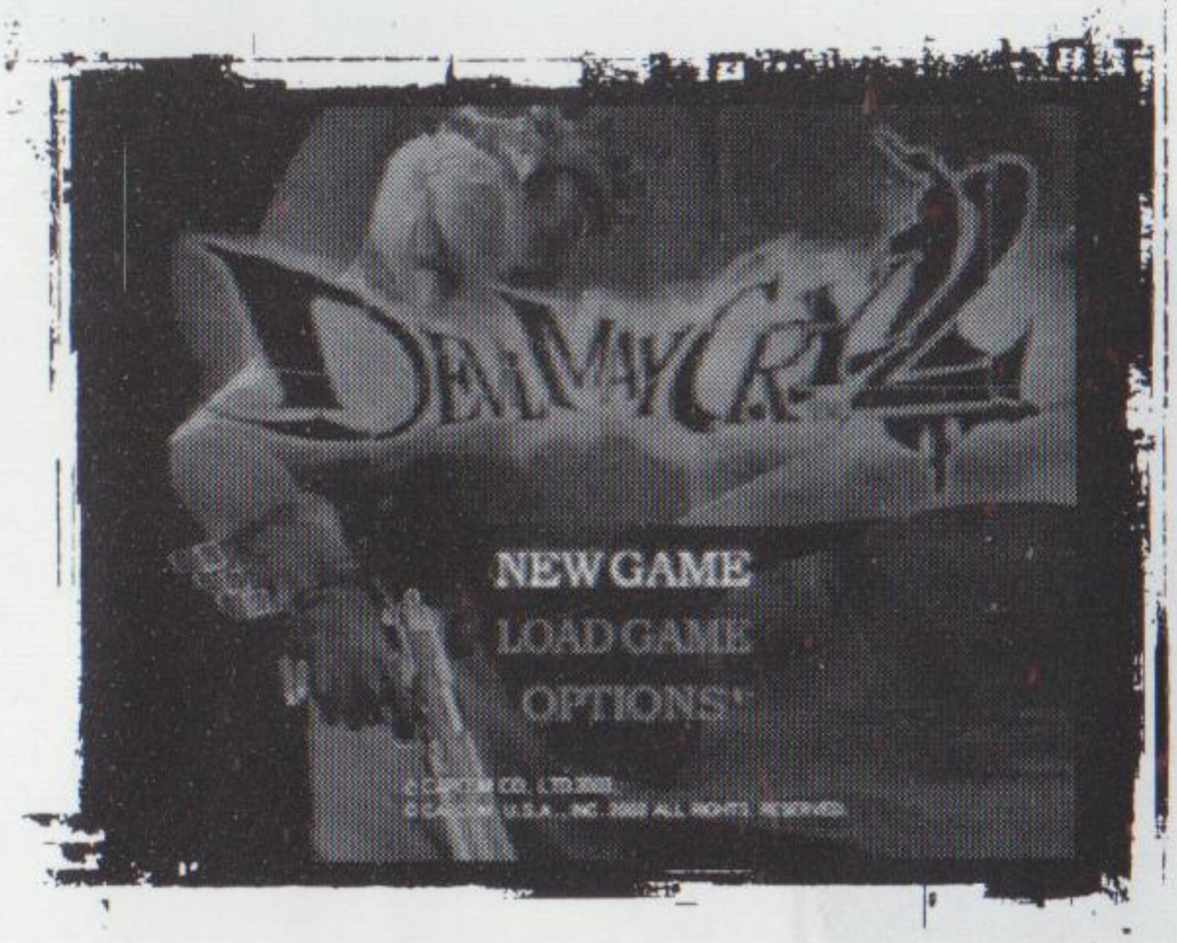
starting a game

Memory card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 before powering on the system.

Without a memory card (8MB) (for PlayStation®2), when you power on the system with the DEVIL MAY CRY™2 disc inserted, you will see a notice that a memory card (8MB) (for PlayStation®2) is not inserted. Turn off the system, insert a memory card (8MB) (for PlayStation®2) with sufficient space (or one with previously saved DEVIL MAY CRY™2 games), and then power on again. If you don't have a memory card (8MB) (for PlayStation®2), you can play without saving. Press the START button to continue.

- This game requires 368kb of free space on a memory card (8MB) (for PlayStation®2) in order to save games. If there is insufficient space, you can free space using the consoles internal browser.
- Do not remove the memory card (8MB) (for PlayStation®2) or power off while data is being saved or loaded. Your game data may be lost if you do.
- Please note that when the console is booted up with a memory card (8MB) (for PlayStation®2) in slot 1 containing Devil May Cry 2 save game data, the game with autoload.



Main Menu

At the Title screen, press the START button to display the Main Menu. Press the directional buttons or move the left analog stick to make selections, and press the ✕ button to confirm.

- **NEW GAME** – Start a new DEVIL MAY CRY™2 experience from the beginning.
- **LOAD GAME** – Resume a previously saved game from a memory card (8MB) (for PlayStation®2). (Insert any memory card (8MB) (for PlayStation®2) containing previously saved DEVIL MAY CRY™2 games before powering on.) You'll start from the beginning of the last-played mission.
- **OPTION** – Adjust various game settings (see page 15). To enter Option mode from gameplay, press the START button to pause the game and display the Subscreen.

missions

Your goal is to complete missions by solving puzzles, collecting items and powering-up your character. Each mission has a unique set of requirements you must fulfill.

- Use red orbs to power up between missions (see page 16).
- Examine time statues to power up during missions.
- Visit the Subscreen to choose weapons and items (see page 13).
- You can acquire more items if you have enough red orbs.
- View your results at the end of each mission. You'll also be ranked based on how well you played the mission.
- After clearing a mission, you'll advance to the next, more difficult challenge.

GAME OVER

Enemy damage drains your vitality. When the attacks overcome you and your vitality plummets to 0, you lose! (You can power up your vitality before this happens. See page 16.)

GAME CONTINUE

When you die, you can resume the game from the last checkpoint you passed. If you've collected a golden orb, you'll revive at the location where you were defeated.

GAME SAVE

Save your game in progress (before you die!) by selecting SAVE from the Subscreen/ Status menu (see page 14).

Game screen

1 Vitality

2 DT Gauge

3 Red Orbs

4 Combo Display

5 Gun Switch

6 Boss Vitality

VITALITY

The colour bar decreases when you take damage. If you let it drain down to 0, you lose!

DT GAUGE

Builds up as long as you're attacking an enemy in human form. You use up its energy when you're in DT mode.

RED ORBS

Number of red orbs you have available. You collect red orbs during a mission and use them to acquire items and power up your character.

COMBO DISPLAY

Appears during battle based on how well you chain together various attacks.

GUN SWITCH

Shows the gun currently equipped and other guns available in reserve (after you acquire them).

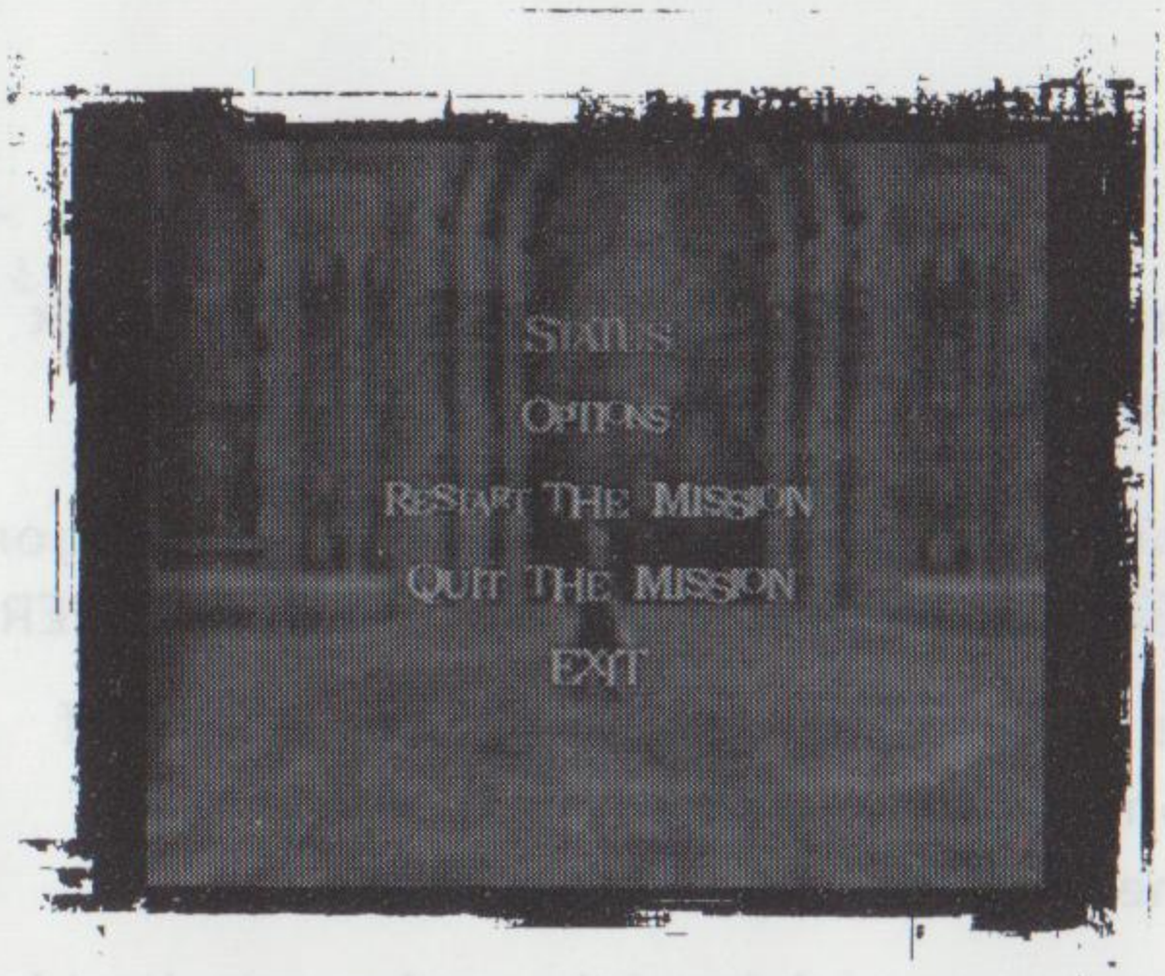
BOSS VITALITY

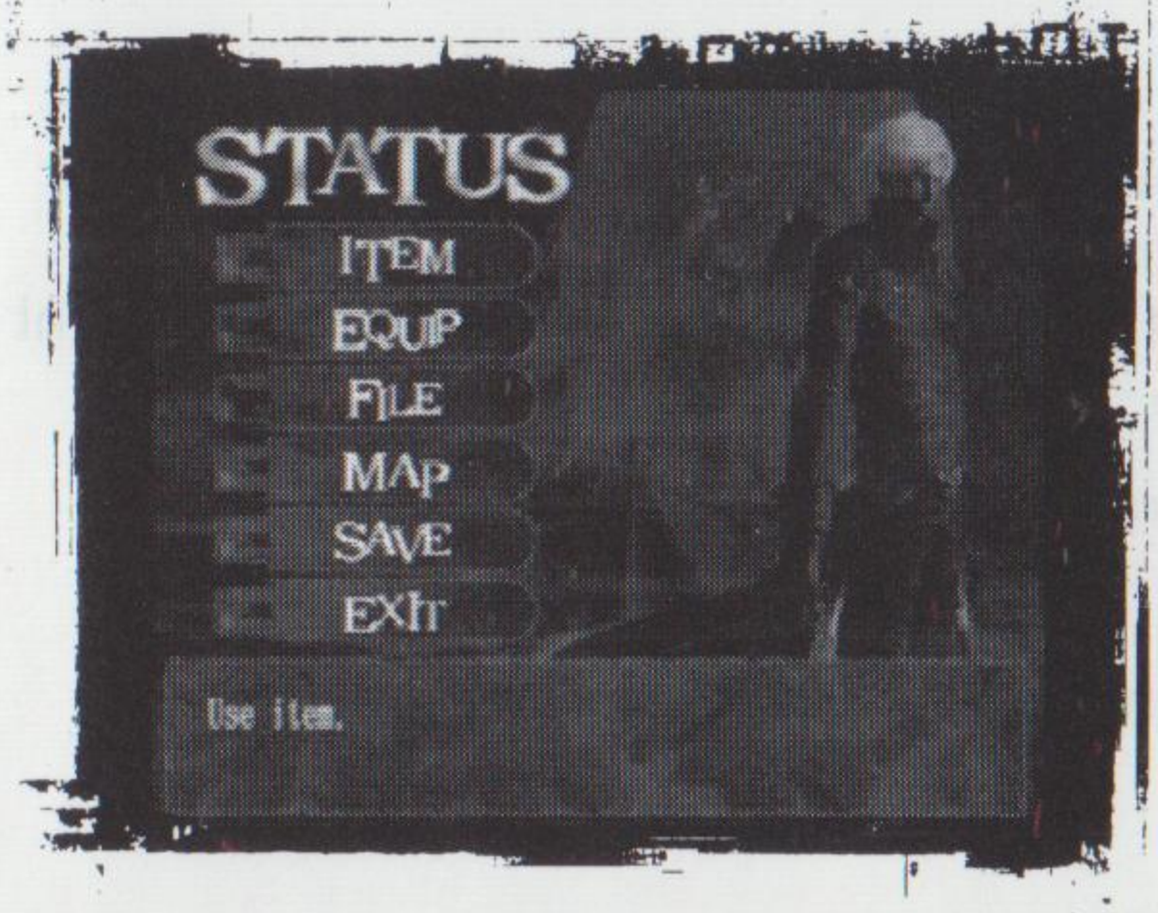
Corresponds to your vitality gauge. Shows the vitality level of an enemy boss when you fight it. When it drains down to 0, the boss is defeated.

subscreen

Press the START button mid-game to open the Subscreen.

- Use the left analog stick or directional buttons to highlight your option choice.
- Press the ✕ button to confirm your selection or the △ button to cancel.
- Press the START button to close the Subscreen.





status menu

Move to the Status menu to equip items and weapons, check the map and save the game.

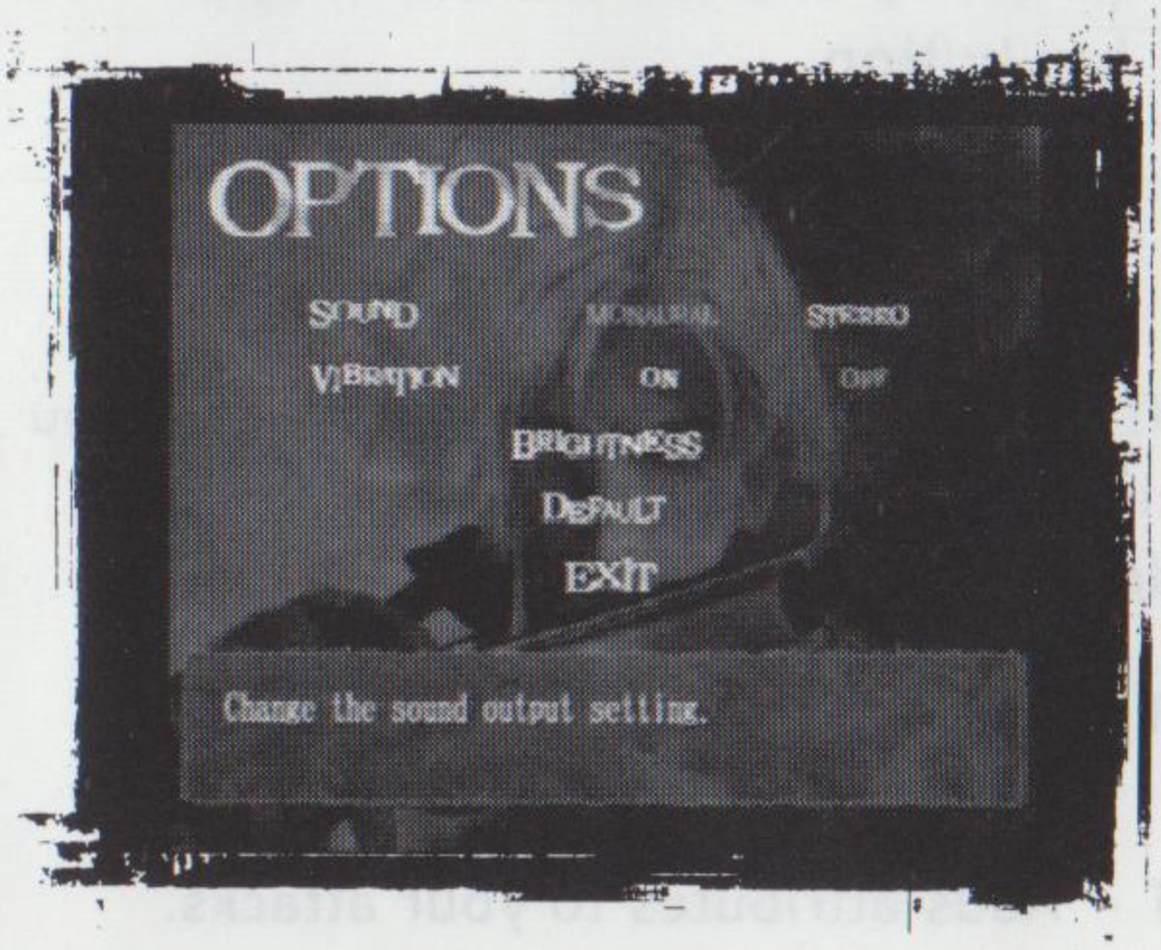
- **FILE** – Check out your game progress by selecting a category. Your choices are ITEM, ENEMY, WEAPON, ACTION and OTHERS.
- **ITEM** – Review your item supply. The number you have of each item is listed on the left. Highlight an item to see its description. Press the ✕ button to use it.
- **EQUIP** – Equip the weapons and Amulets you've acquired by highlighting what you want and pressing the ✕ button. You can equip one sword at a time, or two guns (one in each hand). (See page 16 for more information on Amulets.)
- **MAP** – See your current position in the mission. Check your map often to make sure you're heading in the right direction and investigating every area of the mission.
- **SAVE** – Save your game data by highlighting a save slot and pressing the ✕ button. You can make up to separate 10 saves. After that, you must erase or overwrite an older save in order to save new data.
- **EXIT** – Return to the main Subscreen.

Quit Menu

Choosing YES ends the game and returns you to the Title screen.

Restart Menu

Restart your current mission with its original collection of items, weapons and orbs.



option Menu

Adjust various game settings by highlighting one of the option selections and pressing the left analog stick or directional buttons.

- **SOUND** – Toggle your speaker setting.
- **VIBRATION** – Set controller vibration ON or OFF.
- **SUBTITLE** – Set the language of subtitles that appear in the game's story screens.
- **CONTROLS** – Select a controller setting from different button assignment types.
- **BRIGHTNESS** – Set the brightness of the display by adjusting the color bars. This setting may not be available on certain TVs.
- **DEFAULT** – Restore the default settings.
- **EXIT** – Return to the main Subscreen.

DT Mode

Devil Trigger

Press the L1 button to transform into a demon.

- During the Devil Trigger transformation, your speed and power increase and your vitality is restored.
- DT mode uses the energy in the DT gauge. The mode ends when the gauge empties. To end the transformation sooner, press the L1 button.

Amulets

Use Amulet power in DT mode to perform special attacks. You must acquire these Amulets during the game. Three initial Amulets await your bidding:

- MOVEMENT AMULET – Increase your range of action and movement.
- ATTRIBUTE AMULET – Adds attributes to your attacks.
- SUPPORT ELEMENTS – Summons various abilities for your support.

You can equip one of each kind of Amulet. Once they're equipped, decide which one you'll use by assessing your play style and the mission situation. As you advance through the game, more Amulets make an appearance for you to acquire.

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orbs

- **RED** – Exchange these for items. You earn 1 red orb every time you destroy an enemy, so keep up the attack!
- **GREEN** – Heals 3 levels of your vitality.
- **WHITE** – Refills 3 levels of power in your DT gauge.
- **BLUE** – Increases your vitality to maximum. Collect the 4 pieces of this orb in order to use it.
- **PURPLE** – Increase your DT gauge to maximum.
- **GOLD** – Lets you continue from the exact point where you were defeated.

power items

- **VITALITY STAR** – Restores 2 levels of your vitality.
- **DEVIL STAR** – Refills 2 levels of power in your DT gauge.
- **HOLY STAR** – Heals any status ailments.
- **SMELL OF FEAR** – Protects you from the next 3 attacks.
- **HOLY WATER** – Annihilates all enemies on screen.

weapons & items

Powerful weapons and items that you can acquire appear throughout the game. Using them effectively is a key strategy to winning. A sampling of these objects appears on these pages. Stay on the lookout for many others . . .

BLADES

- **LONGSWORD** – Dante's cherished main weapon.
- **CURVED DAGGERS** – Lucia wields these bowed weapons.
- **THROWING KNIVES** – Lucia throws these for long-range attacks.

GUNS

- **EBONY & IVORY** – Dante's pair of custom handguns. These excel at rapid fire.

Demon Tactics

- **CHECK & DESTROY** – Check everywhere. Slash every suspicious object. You may find an item or orb.

- **FIGHT ONE ON ONE** – When attacked by multiple enemies, you don't want to be surrounded or get an enemy on your back. Use your jumping front roll, side rolls and back flip to keep enemies in your sight. If you're surrounded, use your weapons to effectively defeat and separate them. Turn the situation to your advantage where you can fight one on one.

- **WALL JUMP!** – Jump toward a wall and demolish nearby enemies with this great attack! When it hits, it pulverizes! Don't forget – you can also shoot guns while jumping.

- **FIGURE OUT EFFECTIVE ATTACKS** – Certain enemies are weakest against either sword or gun attacks. Check enemy files to see what you can find out. When fighting a boss, watch its vitality gauge for clues to which of your attacks are most effective!

- **USE DEVIL TRIGGER** – Right before you get in a pinch, pull the Devil Trigger! During DT mode, your body shines with a radiant aura and all your attacks become more powerful. Your sword breaks an enemy's block, your handgun fires bullets rapidly, the shotgun and grenades are more powerful! You gain abilities to fly and perform lightning attacks. You also begin to recover vitality.

- **BONUS ACTION** – Gain bonuses by successfully combining attacks and performing stunning actions. Your rating will appear in the upper right of the screen.

- **RANK UP** – Every time you destroy an enemy you earn a red orb and your mission clear score is increased. Think about other ways to raise your score. Go for the highest rank possible!

- **HINTS IN THE DEMO** – Let the controller idle at the Title screen and a gameplay demo will start. Watch it for loads of gameplay tips. Check out the masterful fighting style!

- **TO BEGINNING DEVIL HUNTERS** ... This game has a hidden "Easy Automatic Mode" where even first-timers can enjoy fast-paced action! Try your skills first in the normal game, then see if you can find it.

notes

Customer Service Numbers

- **Australia** 1902 262 662

Calls charged at $1.99 (incl.GST) per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.

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0.145€ .Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

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